

IEEE 802.15.4

Notes on Travis Goodspeed's Phantom Boundaries and Cross-Layer Illusions in 802.15.4 Digital Radio

```
In[56]:= Needs["PlotLegends`"]
```

Get chips from standards PDF

```
In[4]:= table24 = {First[#], Take[#, {2, 5}], Drop[#, 5]} & /@
{{0, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0,
  1, 0, 0, 1, 0, 0, 0, 1, 0, 1, 1, 0}, {1, 1, 0, 0, 0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 1, 0,
  1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 0},
  {2, 0, 1, 0, 0, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 0, 1,
  1, 0, 1, 0, 0, 1, 0, 0}, {3, 1, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 1, 0, 1, 1, 1, 0, 1,
  1, 0, 1, 1, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 1, 0, 1, 1, 0, 1,
  0, 0, 1, 0, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 1},
  {5, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, 1, 0, 0, 1, 1, 1, 0, 1, 1, 0,
  1, 1, 0, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 1, 0, 1, 1, 1, 0, 1, 1, 0,
  1, 0, 0, 0, 1, 1, 1, 0, 0}, {6, 0, 1, 1, 0, 1, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 0, 1, 0, 0,
  1, 0, 0, 0, 1, 0, 1, 1, 0, 1, 0, 1, 1, 0, 0, 1, 1, 0, 1, 0, 1,
  1, 1, 0, 0, 0, 1, 1, 0, 1, 0, 0, 1, 0, 0, 1, 1, 1, 0, 1, 0, 1,
  {8, 0, 0, 0, 1, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1,
  0, 1, 1, 1, 1, 0, 1, 1}, {9, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 1, 0,
  0, 1, 0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1}, {10, 0, 1, 0, 1, 0, 1, 0, 1, 1, 1,
  1, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0, 1, 1, 1},
  {11, 1, 1, 0, 1, 0, 1, 1, 1, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 0,
  1, 0, 1, 1, 0, 0, 0, 0}, {12, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 1, 1, 1, 0,
  1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 0, 1, 1, 0}, {13, 1, 0, 1, 1, 0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 1},
  {14, 0, 1, 1, 1, 1, 0, 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 1, 1,
  0, 1, 1, 1, 0, 0, 0, 1, 1, 0, 0}, {15, 1, 1, 1, 1, 1, 1, 0, 0, 1, 0, 0, 1, 1, 0, 0, 1, 0, 0, 1,
  0, 1, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 0}}}
```

```
In[89]:= MatrixForm [chips = Last /@ table24]
```

Out[89]//MatrixForm=

1	1	0	1	1	0	0	1	1	1	0	0	0	0	1	1	0	1	0	1	0	0	1	0	1	1	1	0		
1	1	1	0	1	1	0	1	1	0	0	0	1	1	1	0	0	0	1	1	0	1	0	1	0	0	0	1	0	
0	0	1	0	1	1	1	0	1	1	0	0	1	1	1	0	0	0	0	1	1	0	1	0	1	0	0	1	0	
0	0	1	0	0	0	1	0	1	1	1	0	1	1	0	1	1	0	0	1	1	0	0	0	1	1	0	1	1	
0	1	0	1	0	0	0	1	0	0	0	1	0	1	1	1	0	1	1	1	0	0	1	1	1	0	0	0	1	1
0	1	0	1	0	0	0	1	0	0	0	1	0	1	1	1	0	1	1	1	0	0	1	1	1	0	0	0	1	1
0	0	1	1	0	1	0	0	1	0	0	0	1	0	1	1	1	1	1	1	0	1	1	1	0	0	1	1	1	0
1	1	0	0	0	0	1	1	0	1	0	0	1	0	0	0	1	0	1	1	1	0	1	1	0	1	1	0	0	1
1	0	0	1	1	1	0	0	0	0	1	1	0	1	0	0	0	1	0	0	1	0	1	1	1	0	1	1	0	1
1	0	0	0	1	1	0	0	1	0	0	1	0	1	1	1	0	0	0	1	1	1	0	1	1	1	1	0	1	1
1	0	1	1	1	0	0	0	1	1	0	0	1	0	1	1	1	0	0	0	1	1	1	0	1	1	1	0	1	1
0	1	1	1	1	0	1	1	1	0	0	0	1	1	0	0	1	0	1	1	0	0	0	0	0	1	1	1	1	1
0	1	1	1	0	1	1	1	0	1	1	1	0	0	0	1	1	0	0	1	1	1	0	1	1	1	0	0	0	0
0	0	0	0	1	1	1	0	1	1	1	0	1	1	1	0	0	0	1	1	0	0	1	0	0	1	1	1	0	
0	1	1	0	0	0	0	1	1	1	0	1	1	1	1	0	1	1	1	0	0	0	1	1	0	0	1	0	0	1
1	0	0	1	0	1	1	0	0	0	0	0	1	1	1	0	1	1	1	1	0	1	1	1	1	0	0	0	1	1
1	1	0	0	1	0	1	0	1	1	0	0	0	0	1	1	1	1	1	1	0	1	1	1	1	0	0	0	1	1

Hamming distance, unshifted

```
In[90]:= MatrixForm [UnshiftedHammingDistance = Outer [HammingDistance, #, #, 1] & [chips]]
```

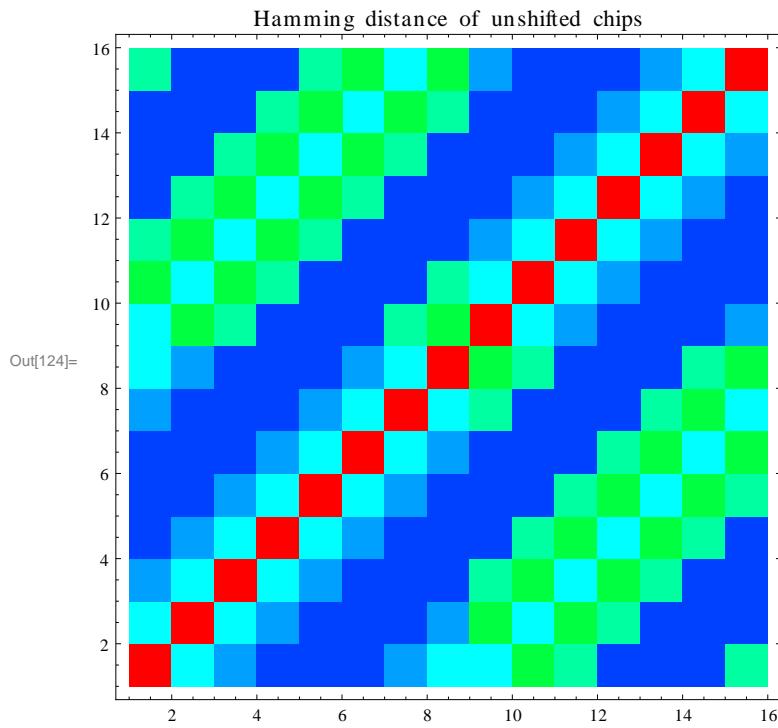
Out[90]//MatrixForm=

0	16	18	20	20	20	18	16	16	12	14	20	20	20	14	12
16	0	16	18	20	20	20	18	12	16	12	14	20	20	20	14
18	16	0	16	18	20	20	20	14	12	16	12	14	20	20	20
20	18	16	0	16	18	20	20	20	14	12	16	12	14	20	20
20	20	18	16	0	16	18	20	20	20	20	14	12	16	12	14
20	20	20	18	16	0	16	18	20	20	20	20	14	12	16	12
18	20	20	20	18	16	0	16	14	20	20	20	14	12	16	12
16	18	20	20	20	18	16	0	12	14	20	20	20	14	12	16
16	12	14	20	20	20	14	12	0	16	18	20	20	20	18	16
12	16	12	14	20	20	20	14	16	0	16	18	20	20	20	18
14	12	16	12	14	20	20	20	18	16	0	16	18	20	20	20
20	14	12	16	12	14	20	20	20	18	16	0	16	18	20	20
20	20	14	12	16	12	14	20	20	20	18	16	0	16	18	20
20	20	20	14	12	16	12	14	20	20	20	18	16	0	16	18
14	20	20	20	14	12	16	12	18	20	20	20	18	16	0	16
12	14	20	20	20	14	12	16	16	18	20	20	20	18	16	0

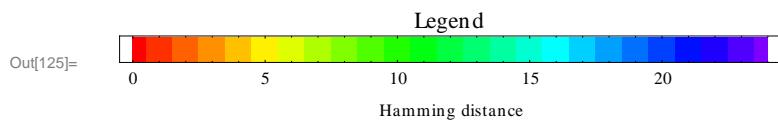
```
In[119]:= hue32 = Hue [ # / 32 ] &
```

Out[119]= Hue $\left[\frac{\#1}{32}\right]$ &

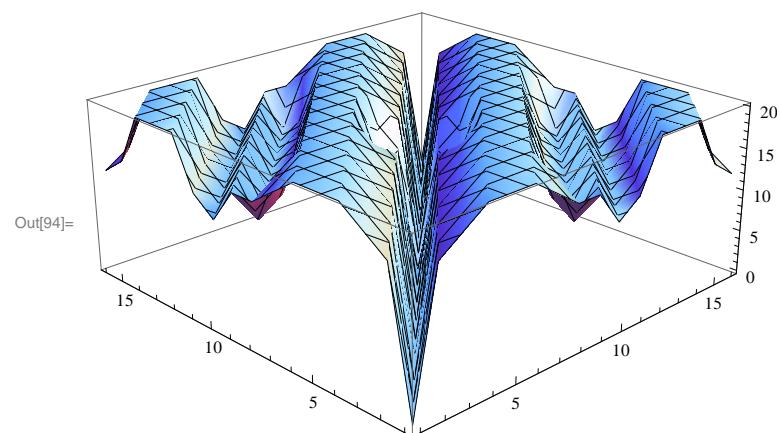
```
In[124]:= ListDensityPlot [UnshiftedHammingDistance , InterpolationOrder → 0 , ColorFunction → hue32 ,
ColorFunctionScaling → False , PlotLabel → "Hamming distance of unshifted chips"]
```



```
In[125]:= ListDensityPlot [{#, 0, #} & /@ Range [0, 24], InterpolationOrder → 0 ,
ColorFunction → hue32 , ColorFunctionScaling → False , FrameTicks → {Automatic , None} ,
AspectRatio → 1 / 25 , PlotLabel → "Legend" , FrameLabel → {"Hamming distance" , ""}]
```



```
In[94]:= ListPlot3D [UnshiftedHammingDistance ]
```



Hamming distance with cyclic shifts

```
In[95]:= Dimensions[chip]
Out[95]= {16, 32}

In[101]:= Dimensions[cyclicchips = Function[chip, RotateLeft[chip, #] & /@ (Range[Length[chip]] - 1)] /@ chips]
Out[101]= {16, 32, 32}

In[102]:= Dimensions[cyclichammings = Outer[HammingDistance, chips, cyclicchips, 1, 2]]
Out[102]= {16, 16, 32}

In[104]:= MatrixForm[cyclichammings[[1]]]
Out[104]/MatrixForm=

$$\begin{pmatrix} 0 & 18 & 18 & 16 & 16 & 18 & 16 & 12 & 18 & 20 & 16 & 12 & 20 & 14 & 14 & 18 & 20 & 18 & 14 & 14 & 14 & 20 & 12 & 16 & 20 & 18 & 12 & 16 & 1 \\ 16 & 16 & 18 & 18 & 0 & 18 & 18 & 16 & 16 & 18 & 16 & 12 & 18 & 20 & 16 & 12 & 20 & 14 & 14 & 18 & 20 & 18 & 14 & 14 & 20 & 12 & 16 & 2 \\ 18 & 12 & 16 & 18 & 16 & 16 & 18 & 18 & 0 & 18 & 18 & 16 & 16 & 18 & 16 & 12 & 18 & 20 & 16 & 12 & 20 & 14 & 14 & 18 & 20 & 18 & 14 & 14 & 1 \\ 20 & 12 & 16 & 20 & 18 & 12 & 16 & 18 & 16 & 16 & 18 & 18 & 0 & 18 & 18 & 16 & 16 & 18 & 16 & 12 & 18 & 20 & 16 & 12 & 20 & 14 & 14 & 1 \\ 20 & 18 & 14 & 14 & 20 & 12 & 16 & 20 & 18 & 12 & 16 & 18 & 16 & 16 & 18 & 18 & 0 & 18 & 18 & 16 & 16 & 18 & 16 & 12 & 18 & 20 & 16 & 14 & 1 \\ 20 & 14 & 14 & 18 & 20 & 18 & 14 & 14 & 20 & 12 & 16 & 20 & 18 & 12 & 16 & 18 & 16 & 16 & 18 & 18 & 0 & 18 & 18 & 16 & 16 & 18 & 16 & 18 & 1 \\ 18 & 20 & 16 & 12 & 20 & 14 & 14 & 18 & 20 & 18 & 14 & 14 & 20 & 12 & 16 & 20 & 18 & 12 & 16 & 18 & 16 & 16 & 18 & 18 & 0 & 18 & 18 & 1 \\ 16 & 18 & 16 & 12 & 18 & 20 & 16 & 12 & 20 & 14 & 14 & 18 & 20 & 18 & 14 & 14 & 20 & 12 & 16 & 20 & 18 & 12 & 16 & 18 & 16 & 16 & 18 & 1 \\ 16 & 18 & 18 & 20 & 12 & 18 & 16 & 16 & 14 & 20 & 16 & 16 & 20 & 14 & 14 & 18 & 20 & 14 & 14 & 18 & 20 & 16 & 16 & 12 & 14 & 16 & 16 & 1 \\ 12 & 12 & 18 & 14 & 16 & 18 & 18 & 20 & 12 & 18 & 16 & 16 & 14 & 20 & 16 & 16 & 20 & 14 & 14 & 18 & 20 & 14 & 14 & 18 & 20 & 16 & 16 & 1 \\ 14 & 16 & 16 & 14 & 12 & 12 & 18 & 14 & 16 & 18 & 18 & 20 & 12 & 18 & 16 & 16 & 14 & 20 & 16 & 16 & 20 & 14 & 14 & 18 & 20 & 14 & 14 & 1 \\ 20 & 16 & 16 & 12 & 14 & 16 & 16 & 14 & 12 & 12 & 18 & 14 & 16 & 18 & 18 & 20 & 12 & 18 & 16 & 16 & 14 & 20 & 16 & 16 & 20 & 14 & 14 & 1 \\ 20 & 14 & 14 & 18 & 20 & 16 & 16 & 12 & 14 & 16 & 16 & 14 & 12 & 12 & 18 & 14 & 16 & 18 & 18 & 20 & 12 & 18 & 16 & 16 & 14 & 20 & 16 & 1 \\ 20 & 14 & 14 & 18 & 20 & 14 & 14 & 18 & 20 & 16 & 16 & 12 & 14 & 16 & 16 & 14 & 12 & 12 & 18 & 14 & 16 & 18 & 18 & 20 & 12 & 18 & 16 & 1 \\ 14 & 20 & 16 & 16 & 20 & 14 & 14 & 18 & 20 & 14 & 14 & 18 & 20 & 16 & 16 & 12 & 14 & 16 & 16 & 14 & 12 & 12 & 18 & 14 & 16 & 18 & 18 & 2 \\ 12 & 18 & 16 & 16 & 14 & 20 & 16 & 16 & 20 & 14 & 14 & 18 & 20 & 14 & 14 & 18 & 20 & 14 & 14 & 18 & 20 & 16 & 16 & 12 & 14 & 12 & 12 & 18 & 1 \end{pmatrix}$$

```

```
In[126]:= Print[ListDensityPlot[#, ColorFunction → hue32, InterpolationOrder → 0,
ColorFunctionScaling → False, AspectRatio → 1/2, PlotRange → All,
FrameLabel → {"Left cyclic shift in bits", "nibble"}]] & /@ cyclichammings;
```

